SAMPLE SCRIPT/ROUGH VERSION 1.0

Board Park Introduction

After merging seamlessly with the FMV, the camera flies around LEGO Island, highlighting some of the main characters (waving animations, etc) and showing vehicles driving around. Finally reaching the Skateboard Park, the camera zooms down onto Pepper, who is performing a series of tricks. After a short trick run, Pepper is left travelling towards the exit and player is given control.

Pepper speaks when the user is given control.

File #	Type	Location	Character	Animation	Line
	O.V.	Skateboard Park	Pepper	Player Control Starts	"Way cool! I can stay and play or I can take the exit and see what's up down town."

If the player chooses to stay in the Skateboard Park, every x amount of seconds (10+), Pepper delivers the next throw-away line as the player successfully skateboards about. Repeat sequence.

File #	Type	Location	Character	Animation	Line
	O.V.	Skateboard Park	Pepper	Player Control Continues	"Am I phat and gnarly or what?"
	O.V.	Skateboard Park	Pepper	Player Control continues	"Alley Oop, Dude!"
	O.V.	Skateboard Park	Pepper	Player Control continues	"Excellent move, if I do say so myself"
	O.V.	Skateboard Park	Pepper	Player Control continues	"Yesssssss! Here we go" *I am Pepper?*
	O.V.	Skateboard Park	Pepper	Player Control continues	"Whoa. Hot or what? Yes, I'm the Pepper!"
	O.V.	Skateboard Park	Pepper	Player Control continues	"Wicked move! Check it out!"
	O.V.	Skateboard Park	Pepper	Player Control continues	" Oh, the Pepper--man can"
	O.V.	Skateboard	Pepper	Player	"(laughs)"

File #	Type	Location	Character	Animation	Line
		Park		Control continues	
	O.V.	Skateboard Park	Pepper	Player Control continues	"Awesome, totally awesome"
	O.V.	Skateboard Park	Pepper	Player Control continues	"Ouch! I'm good!"
	O.V.	Skateboard Park	Pepper	Player Control continues	"Way cool!"
	O.V.	Skateboard Park	Pepper	Player Control continues	" (laughs)"
	O.V.	Skateboard Park	Pepper	Player Control continues	"Smoooth. Totally smooth."
	O.V.	Skateboard Park	Pepper	Player Control continues	"(Whistles) "
	O.V.	Skateboard Park	Pepper	Player Control continues	"Fresh!"

[handwritten: 2nd different tough?]

If the player crashes or bumps into a wall or an obstacle, every now and then, Pepper will deliver these lines in sequence and then repeat from the first line.

File #	Type	Location	Character	Animation	Line
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	"Ouch! No problem."
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	"Bummer bumper business."
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	"Scratchy- oops."
	O.V.	Skateboard Park	Pepper	Player Control bumps into an obstacle	"(whistles)..oh-oh"
	O.V.	Skateboard Park	Pepper	Player bumps	"I'm o.k. No prob."
	O.V.	Skateboard Park	Pepper	Player Bumps into an obstacle	"Didn't see that one coming."

Infomaniac Introduction

Once Pepper leaves the Skateboard Park, the cut-scene takes over. The Infomaniac appears and Pepper skids to a stop in front of him;

File #	Type	Location	Character	Animation	Line
	O.V.	Exit of Skateboard Park	Infomaniac	Infomaniac Removes hat and bows as Pepper skids to a stop in front.	"Well, knock me over and call me de-constructed! If it isn't Pepper, the Dude with the Food. Listen, I've got good news and I've got better news. Which would you like to hear first?"
	O.V	Exit of Skateboard Park	Pepper	Pepper pulls the headset away from his ears and it snaps back	"I'm all ears. I'll settle for the best"
	O.V.	Exit of skateboard Park	Infomaniac	Infomaniac dramatically gestures with out-stretched arms. He raises his arms, spins his hands and in a puff of smoke a stack of pizzas appear in his arms.	"Good choice since the good citizens of LEGO island are donating (clears throat and does a game show host voice) Your New home! Yes, each citizen has contributed a sturdy new LEGO brick but first you must deliver (clock ticking sfx) these pizzas for Papa Brickolini to the citizens of LEGO island! That's one per resident and good luck."
	O.V	Exit of Skateboard Park	Pepper	Pepper skates in a circle around the Infomaniac. He accepts the pizza and control is back in the players hands	"Thank you, sir. I'm on it"

Character Introductions
Each time Pepper visits someone new, the appropriate character introduction is used;

Nick Brick – Police Station

Laura Brick – Police Station

Mama Brickolini - Pizzeria
Papa Brickolini - Pizzeria

Nurse Richards – Hospital

Alfred Alert – Res-Q Centre

Technician Bob – Air/Space Port

Bill Ding – Garage

DJ – Radio Station

TBD

Static Models
Skateboard Park
Animated Models
N/A
Characters
Pepper

Peppers home construction stages
Each time Pepper visits someone new, the camera cuts to a small cut-scene, showing the bricks whirl in on the plot of land.

Static Models
House Foundations
Animated Models
House Bricks
Characters
N/A

[handwritten note:] suggestion... could he be Al Alert (kind of like "all alert")

[handwritten note top right:] Tim - are names carved in stone?

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Nick	Nick stands to attention and salutes 3 times.	"I salute you, Pepper and I double salute your pizza. Duty, honor and good sauce. Here-here."

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Laura	Laura raises arms	"10:4, good buddy and you sure do know how to protect and serve...Serve good pizza, that is!"

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Mama	Mama's at the piano	"Ah, Pepper, I would sing you a song but I'm still looking for a word that rhymes with Pizza. I could hum a song, I suppose. Hmmmm."

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Papa	Dances about, stops and holds tummy.	"Always a warm spot in my heart when I see you, pepper...or is that gas. No, I kid- It's you!"

— cap. (handwritten annotation)

File #	Type	Location	Character	Animation	Line
	O.V.	Hospital	Nurse Richards		"You're looking good, Pepper but I've got to say, the pizza looks even better!"

File #	Type	Location	Character	Animation	Line
	O.V.	Res Q Center	Alfred Alert		"Just in time, Pepper! The pizza is a life savor. Hunger: over."

File #	Type	Location	Character	Animation	Line
	O.V.	Air/space port	Technician Bob		"Pepper, cool...pizza even cooler! All system are gol."

File #	Type	Location	Character	Animation	Line
	O.V.	Garage	Bill Ding		"Hey, Pepper, Bill Ding here and hey, I just got it. Ha-hah. That's funny! Bill Ding. That's my name."

File #	Type	Location	Character	Animation	Line
	O.V.	Radio Center	DJ		"And were here now with Pepper. The temperature is a warm 23 degrees centigrade, the pizza is hot and Pepper is so hot, he's cool."

Peppers home construction stages
Each time Pepper visits someone new, the camera cuts to a small cut-scene, showing the bricks whirl in on the plot of land.
Voice Over only of the Infomaniac commenting on the new brick arrival...

File #	Type	Location	Character	Animation	Line
	O.V. ONLY	Site where building is taking place	Infomaniac	Each time bricks whirl in on the plot of land. 1 line each time and repeat sequence.	1. "Ha! Brick by Brick!" 2. "Perks for a pal, Pepper" 3. "Tricky Bricky, one more time" 4. "You'll have a home in no time, care of your neighbors and friends."

Phone call in Peppers house

As soon as Pepper walks through the front door of his new house, the cut-scene takes over. Pepper walks in and looks around in awe! The camera pans around from a first person view, scanning over the room highlighting the Bed, the Trophy Shelf, and the Computer Desk! The phone rings (next to the bed) and the camera quickly pans back to look at the source of the noise. The camera cuts to a third person view and Pepper walks over to answers the phone; Split screen/zig-zag...

File #	Type	Location	Character	Animation	Line
	SFX O.V.		Pepper	Split diagonal screen: Papa on phone on one screen and pepper on phone on the other.	**RRRRRrrrrrrrrrrrrrrring** **"Yellow"**

Papa Brickolini in the Pizzeria;

File #	Type	Location	Character	Animation	Line
	O.V.		Papa	Split screen	"Pepper, my very good friend, you did such a fine job today, such a fine, fine, super fine job. Yes siree."

File #	Type	Location	Character	Animation	Line
	O.V.		Pepper	Split screen	"O.K. so what do you want me to do, Papa."

File #	Type	Location	Character	Animation	Line
	O.V.		Papa	Split screen	"Just-uh- one more tiny eeny weeny pizza delivery job. I need you at the Pizzeria, Pepper, o.k.?"

File #	Type	Location	Character	Animation	Line
	O.V.		Pepper	Split screen as Pepper hangs up...	" You got it, Papa 'cause I'm the dude with the food!! I'm on my way!"

cap
cap.

File #	Type	Location	Character	Animation	Line
	O.V.		Pappa	Split screen as Papa hangs up...	" At-sa boy"

Pepper puts the phone down and control returns to the player.

Static Models
Inside Pepper's Home
Inside Pizzeria
Animated Models
Phone
Characters
Pepper
Papa Brickolini